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Partridge Armour

Predominantly a dull, tan colour, this leather armour has flashes of red and black from the partridge feathers that decorate it. Intricate embossing around the waist tells the story of a lonely bird.

Armour (studded leather), rare, attunement

You have a +1 bonus to AC while wearing this armour. Twice per day as a reaction, you can fly up to 10 ft away in a flurry of feathers when an enemy moves within 5 ft of you, without provoking opportunity attacks.

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Twin Turtle Dove Daggers

From the tip of their glass blades to the base of their golden handles, these mysterious knives seem to be exact duplicates.

Weapons (daggers), rare, attunement

While wielding both daggers, you can create an illusory copy of yourself as an action. This illusion is created in an unoccupied space that you can see within 30 ft of you, and lasts for 1 minute (or until you lose your concentration, as if you were concentrating on a spell). As a bonus action, you can move the duplicate up to 30 ft to a space you can see, but it must remain within 120 ft of you.

As an action, you can attack or cast a spell as though you were in the illusion's space, but you must be able to see your target. When both you and your duplicate are within 5 ft of a creature, you have advantage on attack rolls against them.

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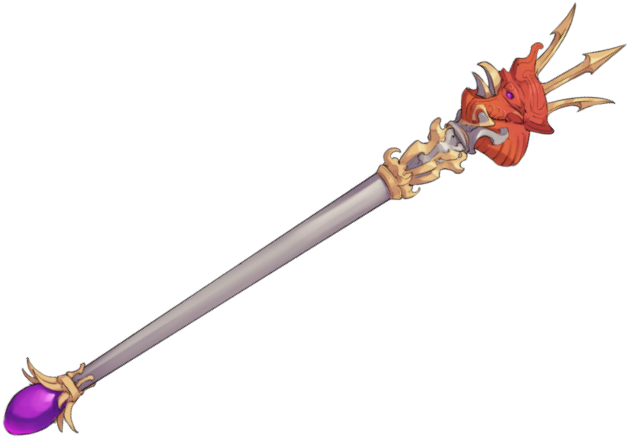

Trident of Henchantment

A jasper effigy of a chicken's head rests at the top of this trident, and an egg-shaped amethyst is fixed to its base. It is a strange weapon, but is highly coveted by farmers and livestock owners.

Weapon (trident), rare

This trident has 4 charges, and regains 1d4 expended charges at dawn. While attacking with this weapon, you can expend 1 of its charges to cast the Polymorph spell (save DC 13) and transform your target into a hen for 1 hour. If you expend the wand's last charge, roll 1d10. On a 1, yolk explodes out of the egg-shaped gem at the base of the trident and the weapon loses its enchantment.

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Four Calling Quills

These antique quills and writing pads were originally owned by four siblings. When the family set up different branches of their toy-making business across the continent, they developed the magical pads as an easy way to communicate orders and stock levels with one another.

Wondrous items, uncommon

When something is written on one of the four parchment pads with its corresponding quill, it is visible on all of the other parchment pads. Messages are visible for 12 hours, at which point the pads magically absorb the ink.

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Gold Rings of Might

These five ornate, golden rings once belonged to an evil monarch. Alone, each is simply an inert piece of dress jewellery; when they are brought together, they hum with dark and ominous energy.

Wondrous items, rare

The Gold Rings of Might have 5 charges left. When all charges have been consumed, the Gold Rings of Might lose their magical ability.

If a creature is wearing all five Gold Rings of Might, they can cast the cantrip Lightning Lure as an action. They can also begin using the rings' charges in the following ways:

- 1 charge can be used to cast the spell Lightning Bolt (save DC 15) without the materials or spell slots needed.
- 3 charges can be used to cast the spell Chain Lightning (save DC 15) without the materials or spell slots needed.

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Goose Egg Healing Grenade

Whether this smooth, pearlescent egg was truly laid by a mythical golden goose is the subject of much debate. What is known for sure, however, is that the egg has remarkable healing powers.

Wondrous item, rare

Once per day as an action, this item can be triggered and thrown into an unoccupied space within 40 ft. The egg releases a wave of latent energy when it lands, causing up to six creatures to regain hit points. Those within 10 ft of the egg each regain 3d8 + 4 hit points, and creatures within 30 ft of the egg each regain 1d8 + 4 hit points. If more than six creatures are within 30 ft, the six with the lowest hit points receive the effect.

This item's magic has no effect on undead creatures or constructs.

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Swansong Staff

This gnarled, oak staff ends in a crook reminiscent of a swan's neck. It is clearly ancient, and was only recently uncovered from deep within an elven ruin.

Weapon (quarterstaff), uncommon, attunement

You have a +1 bonus to attack and damage rolls made with this magic weapon.

If an attack brings the wielder of the Swansong Staff to 0 hit points, the staff temporarily animates. It launches itself towards the attacker, hitting it for 2d8 + 1 bludgeoning damage, then becomes inanimate once more.

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Phial of Stoutmilk

This thick glass bottle holds a viscous, white, bubbling substance. Tied around the bottle's neck is a worn tag that states the phial contains a small draft of exquisitely rare manticore milk.

Potion, rare

For 1 hour after drinking this potion, you gain resistance to bludgeoning damage and your Constitution and Strength scores both increase by 2.

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Wand of Dancing

Light glistens across this shiny, black wand; the ribbons that flow from its tip twinkle and sparkle in rhythmic patterns.

Wand, uncommon

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a creature you can see within 30 ft of you. The target must succeed on a DC 10 Charisma saving throw or be forced to dance for 1 minute (considered Incapacitated with a speed of 0). The target may repeat the saving throw at the end of each of their turns, and stops dancing as soon as they take damage.

The wand regains 1d4 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a single ballet shoe.

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Boots of Soft Landing

A pair of brown, formal shoes that have been finely crafted. The shoes have a quilted lining and curious ceramic soles, which seem to emit a propulsive energy.

Wondrous item, uncommon

While wearing the Boots of Soft Landing, you always land on your feet. Additionally, no matter how far you fall, the maximum fall damage you sustain is capped at 1d6.

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Babble Pipes

These discordant panpipes have clearly been gathered from separate instruments and tied together to make this odd device.

Wondrous item, uncommon

The Babble Pipes can be played as an action, releasing a horrid symphony. Creatures within 30 ft of the pipes when they are played must succeed on a DC 12 Wisdom saving throw. On a failed save, the creature becomes Frightened of the Babble Pipes' music for 1 minute. On a successful save, the creature is immune to the effects of the Babble Pipes for 24 hours.

If a creature who is Frightened in this way can hear the Babble Pipes, they must take the Dash action and move away from them by the safest available route on their turn. At the end of each of their turns, the creature may repeat the saving throw.

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Metronome Drum

This neatly painted drum is attached to a leather shoulder harness, so it can be struck at waist height. Local folklore suggests that this instrument can have an almost hypnotic effect on those in earshot, but only if played at the correct beat.

Wondrous item, uncommon

Twice a day, you can attempt to use this instrument to Charm up to three creatures within 30 ft who can hear the drum. Creatures must make a DC 14 Wisdom saving throw (with advantage if you or your companions are fighting them); those who fail are Charmed by you until you stop drumming or until they receive damage.

For the duration of the spell, the Charmed creature regards you as a friendly acquaintance. Afterwards, the creature knows it was Charmed by the drum.

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